

A B S T R A C T

ISOTONIC INTERFACE WHICH IS USED TO CONTROL A REAL OR
VIRTUAL OBJECT

5

The present invention relates to an isotonic
interface (1) for controlling a real or virtual object.

According to the invention, the interface comprises:

10 · support means for supporting three pivot shafts
(3, 4, 5), the axes (A, B) of the first and second shafts
being mutually parallel and perpendicular to the axis (C)
of the third shaft;

 · handle means (6) enabling each of said shafts (3,
4, 5) to be pivoted; and

15 · measurement means (7) for measuring the
displacement of each of said shafts so as to enable a
real or virtual object to be controlled in three degrees
of freedom.

20

25

30

Translation of the title and the abstract as they were when originally filed by the
35 Applicant. No account has been taken of any changes that may have been made
subsequently by the PCT Authorities acting ex officio, e.g. under PCT Rules 37.2,
38.2, and/or 48.3.